

## IN THE CLAIMS

1. (CURRENTLY AMENDED) A gaming apparatus in which symbols are provided within multiple attached routes through a series of pachinko-style pegs so that an object element passes through a single route from among the multiple attached routes through the pachinko-style pegs to determine winning outcomes, wherein the an object-element passes in a path through displayed pathways on a display, as the object-element passes over symbol collecting positions on the display in the pathways, symbols on collecting positions are activated as part of a game display, the gaming apparatus providing at least one award for predetermined combinations of symbols, the object-element collecting at least two symbols in a single pass through the path.

2. (CURRENTLY AMENDED) The gaming apparatus of claim 1 wherein an order for collection of the at least two symbols is indicated on the display and the object element drops down from top to bottom through the single path wherein the symbols are both displayed and provided within the multiple attached routes.

3. (ORIGINAL) The gaming apparatus of claim 1 wherein the at least two symbols comprises from 3 to 5 symbols.

4. (CURRENTLY AMENDED) The gaming apparatus of claim 1 wherein the at least two symbols comprises from 3 to 5 symbols and an order for collection of the 3 to 5 symbols is indicated on the display, wherein the symbols are both displayed and provided within the multiple attached routes.

5. (CURRENTLY AMENDED) The gaming apparatus of claim 1 wherein the pathway moves down from one top end of the display to an opposite bottom end of the display.

6. CURRENTLY AMENDED) The gaming apparatus of claim 1 wherein the pathway moves between the top and bottom of the display, collecting symbols that are then displayed in a displayed collection area.

7. (ORIGINAL) The gaming apparatus of claim 1 wherein the game is a video gaming apparatus and the object-element, pathway and symbols are virtual displays.

8. (ORIGINAL) The gaming apparatus of claim 4 wherein the game is a video gaming apparatus and the object-element, pathway and symbols are virtual displays.

9. (ORIGINAL) The gaming apparatus of claim 5 wherein the game is a video gaming apparatus and the object-element, pathway and symbols are virtual displays.

10. (ORIGINAL) The gaming apparatus of claim 6 wherein the game is a video gaming apparatus and the object-element, pathway and symbols are virtual displays.

11. (ORIGINAL) The gaming apparatus of claim 7 wherein paths are identified by virtual objects on the display.

12. (ORIGINAL) The gaming apparatus of claim 8 wherein paths are identified by virtual objects on the display.

13. (ORIGINAL) The gaming apparatus of claim 9 wherein paths are identified by virtual objects on the display.

14. (ORIGINAL) The gaming apparatus of claim 11 wherein the object is an image of a ball, animal or projectile.

15. (ORIGINAL) The gaming apparatus of claim 12 wherein the object is an image of a ball, animal or projectile.

16. (ORIGINAL) The gaming apparatus of claim 13 wherein the object is an image of a ball, animal or projectile.

17. (ORIGINAL) The gaming apparatus of claim 7 wherein awards are given for predetermined symbols provided by play of the game, and the object-element collects a total number of symbols in a single path to complete a game.

18. (ORIGINAL) The gaming apparatus of claim 8 wherein awards are given for predetermined symbols provided by play of the game, and the object-element collects a total number of symbols in a single path to complete a game.

19. (ORIGINAL) The gaming apparatus of claim 9 wherein awards are given for predetermined symbols provided by play of the game, and the object-element collects a total number of symbols in a single path to complete a game.

20. (ORIGINAL) The gaming apparatus of claim 10 wherein awards are given for predetermined symbols provided by play of the game, and the object-element collects a total number of symbols in a single path to complete a game.

21. (ORIGINAL) The gaming apparatus of claim 7 wherein all symbols on collecting positions are displayed before the object-element enters any section of a pathway with a symbol on a collection position.

22. (ORIGINAL) The gaming apparatus of claim 10 wherein all symbols on collecting positions are displayed before the object-element enters any section of a pathway with a symbol on a collection position.

23. (ORIGINAL) The gaming apparatus of claim 11 wherein all symbols on collecting positions are displayed before the object-element enters any section of a pathway with a symbol on a collection position.

24. (ORIGINAL) The gaming apparatus of claim 12 wherein all symbols on collecting positions are displayed before the object-element enters any section of a pathway with a symbol on a collection position.

25. (NEW) A video gaming apparatus in which where winning is determined by a collective set of symbols, and symbols to be collected are displayed and provided within attached routes through a series of paths limited by objects in a displayed video image so that an object element passes in a single direction selected from the group

consisting of downward, upward, left-to-right, and right to left through a single route  
from among the multiple attached routes through the paths to determine winning  
outcomes, wherein the object-element passes in a path through displayed pathways on a display, as the object-element passes over symbol collecting positions on the display in the pathways, symbols on collecting positions are activated as part of a game display, the gaming apparatus providing at least one award for predetermined combinations of symbols, the object-element collecting at least two symbols in a single pass through the path, the at least two symbols comprising the collective set of symbols in a reel-type display.